

INTRODUCTION

This is the DUNGEONS & DRAGONS® Roleplaying Game, the game that defines the genre and has set the standard for fantasy roleplaying for more than 30 years.

Specifically, this is the *Monster Manual*. This book contains entries for hundreds of creatures, both hostile and benign, for use in DUNGEONS & DRAGONS adventures. This book, the *Player's Handbook*, and the *Dungeon Master's Guide* comprise the core rules for the D&D® game.

This introduction explains how to read each creature's write-up. It often refers to the Glossary, located in Chapter 7 at the back of this book (starting on page 305), for more details on attack forms and the special qualities associated with monsters.

A list of monsters organised by Challenge Rating appears on pages 318 and 319 to make it easy for the Dungeon Master to tailor encounters to the party level of the player characters.

READING THE ENTRIES

Each monster description is organised in the same general format, as outlined below. For complete information about the characteristics of monster, consult Chapter 7: Glossary (starting on page 305), the *Player's Handbook*, or the *Dungeon Master's Guide*.

STATISTICS BLOCK

This portion of a monster description contains basic game information on the creature.

Name

This is the name by which the creature is generally known. The descriptive text may provide other names.

Size and Type

This line describes the creature's size (Huge, for example). Size categories are defined in the Glossary. A size modifier applies to the creature's Armour Class (AC) and attack bonus, as well as to certain skills. A creature's size also determines how far it can reach to make a melee attack and how much space it occupies in a fight (see Space/Reach. below).

The size and type line continues with the creature's type (giant, for example). Type determines how magic affects a creature for example, the *hold animal* spell affects only creatures of the animal type. Type determines certain features, such as Hit Dice size, base attack bonus, base saving throw bonuses, and skill points. For quick reference, the Glossary gives a full description of the features and traits of each type and subtype.

Hit Dice

This line gives the creature's number and type of Hit Dice, and lists any bonus hit points. A parenthetical note gives the average hit points for a creature of the indicated number of Hit Dice.

A creature's Hit Dice total is also treated as its level for

determining how spells affect the creature, its rate of natural healing, and its maximum ranks in a skill.

Initiative

This line gives the creature's modifier on initiative checks

Speed

This line gives the creature's tactical speed on land (the amount of distance it can cover in one move action). If the creature wears armour that reduces speed, the creature's base land speed follows. If the creature has other modes of movement, these are given after (or in place of) the land speed. Unless noted otherwise, modes of movement are natural (not magical). See the Glossary for information on movement modes.

Armour Class

The Armour Class line gives the creature's AC for normal combat and includes a parenthetical mention of the modifiers contributing to it (usually size, Dexterity, and natural armour). The creature's touch and flat-footed ACs follow the combat-ready AC. A creature's armour proficiencies (if it has any) depend on its type, but general a creature is automatically proficient with any kind of armour it is described wearing (light, medium, or heavy), and with all lighter kinds of armour.

Base Attack/Grapple

The number before the slash on this line is the creature's base attack bonus (before any modifiers are applies). The DM usually won't need this number, but it can be handy sometimes, especially if the creature has the Power Attack or Combat Expertise feats.

The number after the slash is the creature's grappling bonus, which is used when the creature makes a grapple attack or when someone tries to grapple the creature. The grapple bonus includes all modifiers that apply to the creature's grapple checks (base attack bonus, Strength modifier, special size modifier, and any other applicable modifier, such as a racial bonus on grapple checks).

Attack

This line shows the single attack the creature makes with an attack action. In most cases, this is also the attack the creature uses when making an attack of opportunity as well. The attack line provides the weapon used (natural or manufactures), attack bonus, and form of attack (melee or ranged). The attack bonus given includes modification for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks.

If the creature uses natural attacks, the natural weapon given here is the creature's primary natural weapon (see Glossary).

If the creature has several weapons at its disposal, the alternatives are shown, with each different attack separated by the word "or".

A creature can use one of its secondary natural weapons (see the Glossary) when making an attack action, but if it does it takes an attack penalty, as noted in the Full Attack

section below.

The damage that each attack deals is noted parenthetically. Damage from an attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

Full Attack

This line shows all the physical attacks the creature makes when it uses a full-round action to make a full attack. It gives the number of attacks along with the weapon, attack bonus, and form of attack (melee or ranged). The first entry is for the creature's primary weapon, with an attack bonus including modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks.

The remaining weapons are secondary, and attacks with them are made with a -5 penalty to attack roll, no matter how many there are. Creatures with the Multiattack feat (see page 304) take only a -2 penalty on secondary attacks.

The damage that each attack deals is noted parenthetically. Damage from attacks is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

A creature's primary attack damage includes its full Strength modifier ($1\frac{1}{2}$ times its Strength bonus if the attack is with the creature's sole natural weapon) and is given first. Secondary attacks add only $\frac{1}{2}$ the creature's Strength bonus and are given second in the parentheses.

If any attacks also have some special effect other than damage (poison, disease, energy drain, and so forth), that information is given here.

Unless noted otherwise, creatures using natural weapons deal double damage on critical hits.

Manufactured Weapons: Creatures that use swords, bows, spears, and the like follow the same rules as characters do. The bonus for attacks with two-handed weapons is $1\frac{1}{2}$ times the creature's Strength modifier (if it is a bonus), and is given first. Off-hand weapons add only $\frac{1}{2}$ the Strength bonus and are given second in the parentheses.

Space/Reach

This line describes how much space the creature takes up on the battle grid and thereby needs to fight effectively, as well as how close it has to be to threaten an opponent. The number before the slash is the creature's space, or how many feet one side of the creature occupies (refer to the *Dungeon Master's Guide* for additional details). For example, a creature with a space of 15 feet occupies a 3-square-by-3-square space on the battle grid. The number after the slash is the creature's natural reach. If the creature has exceptional reach due to a weapon, tentacle, or the like, the extended reach and its source are noted in parentheses at the end of the line.

Special Attacks and Special Qualities

Many creatures have unusual abilities, which can include special attack forms, resistance or vulnerability to certain types of damage, and enhanced senses, among others. A monster entry breaks these abilities into special attacks and special qualities. The latter category includes defences, vulnerabilities, and other special abilities that are not modes of attack. A special ability is either extraordinary (Ex), spell-like (Sp), or supernatural (Su). See the Glossary for definitions of special abilities. Additional information (when needed) is provided in the creature's descriptive text.

When a special ability allows a saving throw, the kind of save and the save DC is noted in the descriptive text. Most saving throws against special abilities have DCs calculated as follows: $10 + \frac{1}{2}$ the attacker's racial Hit Dice + the relevant ability modifier. The save DC is given in the creature's description along with the ability on which the DC is based.

Saves

This line gives the creature's Fortitude, Reflex, and Will save modifiers.

Abilities

This line lists the creature's ability scores, in the customary order: Str, Dex, Con, Int, Wis, Cha. Except where noted otherwise, each creature is assumed to have the standard array of ability scores before racial adjustments (all 11s and 10s). To determine any creature's racial ability adjustments, subtract 10 from any even-numbered ability score and subtract 11 from any odd-numbered score. (Exceptions are noted in the Combat section of a creature's descriptive text.) Humanoid warriors are generally built using the nonelite array: 13, 12, 11, 10, 9, 8. Advanced creatures (such as the hound archon hero) are built using the elite array: 15, 14, 13, 12, 10, 8.

Most abilities work as described in Chapter 1 of the *Player's Handbook*, with exceptions given below.

Strength: As noted on page 162 of the *Player's Handbook*, quadrupeds can carry heavier loads than bipeds can. Any creature with four or more motive limbs can carry loads as a quadruped, even if it does not necessarily use all the limbs at once. For example, dragons carry loads as quadrupeds.

Intelligence: A creature can speak all the languages mentioned in its description, plus one additional language per point of Intelligence bonus. Any creature with an Intelligence score of 3 or higher understands at least one language (Common, unless noted otherwise).

Nonabilities: Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for nonability is +0. Other effects of nonabilities are detailed in the Glossary.

Skills

This line gives the creature's skills, along with each skill's modifier (including adjustments for ability scores, armour check penalties, and any bonuses from feats or

racial traits). All listed skills are class skills, unless the creature has a character class (noted in the entry). A creature's type and Intelligence score determine the number of skill points it has.

The skills section of the creature's description recaps racial bonuses and other adjustments to skill modifiers for the sake of clarity; these bonuses should not be added to the listed skill modifiers. An asterisk (*) besides the relevant score and in the Skills section of the descriptive text indicates a conditional adjustment, one that applies only in certain situations (for instance, a gargoyle gets an additional +8 bonus on Hide checks when it is concealed against a background of worked stone).

Natural Tendencies: Some creatures simply aren't made for certain types of physical activities. Elephants, despite their great Strength scores, are terrible at jumping Giant crocodiles, despite their high Strength scores, don't climb well. Horses can't walk tightropes. If it seems clear to you that a particular creature simply is not made for a particular physical activity, you can say that the creature takes a -8 penalty on skill checks that defy its natural tendencies. In extreme circumstances (a porpoise attempting a Climb check, for instance) you can rule that the creature fails the check automatically.

Feats

The line gives the creature's feats. A monster gains feats just as a character does—one for its first Hit Dice, a second feat if it has at least 3 HD, and an additional feat for every additional 3 HD. (For example, a 9 HD creature is entitled to four feats.)

Sometimes a creature has one or more bonus feats, marked with a superscript B^(B). Creatures often do not have the prerequisites for a bonus feat. If this is so, the creature can still use the feat. If you wish to customise the creature with new feats, you can reassign its other feats, but not its bonus feats. A creature cannot have a feat that is not a bonus feat unless it has the feat's prerequisites.

Environment

This line gives a type of climate and terrain where the creature is typically found. This describes a tendency, but is not exclusionary. A great wyrm gold dragon, for instance, has an environment entry of warm plains, but could also be encountered underground, in cold hills, or even on another plane of existence. See Chapter 3 of the *Dungeon Master's Guide* for more on terrain types and climate.

Organisation

This line describes the kinds of groups the creature might form. A range of numbers in parentheses indicates how many combat-ready adults are in each type of group. Many groups also have a number of noncombatants, expressed as a percentage of the fighting population. Noncombatants can include young, the infirm, slaves, or other individuals who are not inclined to fight. A creature's Society section may include more details on noncombatants.

If the organisation line contains the term "domesticated," the creature is generally found only in company of other creatures, whom it serves in some capacity.

Challenge Rating

This shows the average level of a party of adventurers for which one creature would make an encounter of moderate difficulty. Assume a party of four fresh characters (full hit points, full spells, and equipment appropriate to their levels). Given reasonable luck, the party should be able to win the encounter with some damage but no casualties. For more information about Challenge Ratings, see pages 36 and 48 of the *Dungeon Master's Guide*.

Treasure

This line reflects how much wealth the creature owns and refers to Table 3-5: Treasure on page 52 of the *Dungeon Master's Guide*. In most cases, a creature keeps valuables in its home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure (such as magic items) tend to carry and use these, leaving bulky items at home. See the Glossary for more details on using the Treasure line of each monster entry.

Alignment

This line gives the alignment that the creature is most likely to have. Every entry includes a qualifier that indicates how broadly that alignment applies to the species as a whole. See the Glossary for details.

Advancement

This book usually describes only the most commonly encountered version of a creature (though some entries for advanced monsters can be found). The advancement line shows how tough a creature can get, in terms of extra Hit Dice. (This is not an absolute limit, but exceptions are extremely rare.) Often, intelligent creatures advance by gaining a level in a character class instead of just gaining a new Hit Die.

Level Adjustment

This line is included in the entries for creatures suitable for use as player characters or as cohorts (usually creatures with Intelligence scores of at least 3 and possessing opposable thumbs). Add this number to the creature's total Hit Dice, including class levels, to get the creature's effective character level (ECL). A character's ECL affects the experience the character earns, the amount of experience the character must have before gaining a new level, and the character's starting equipment. See pages 172, 199, and 209 of the *Dungeon Master's Guide* for more information.

DESCRIPTIVE TEXT

The body of each entry opens with a sentence or two that describes what the player characters might see on first encountering a monster, followed by a short description of the creature: what it does, what it looks like, and what is most noteworthy about it. Special sections describe how the creature fights and give details on special attacks, special qualities, and feats.

CHAPTER 1: MONSTERS A TO Z

This book contains hundreds of creatures for use in any DUNGEONS & DRAGONS game. Refer to the Glossary, starting at page 305, for definitions of common features and abilities of individual monsters. In most cases, a monster entry describes a typical individual of the kind in question, which is the most common version encountered by characters on adventures. The DM can modify these entries, create advanced or weaker versions, or alter any statistics to play a monster against type and surprise the player characters.

And now, let's meet the monsters...

ABOLETH

The cool, refreshing water suddenly erupts in a storm of reaching, grasping tentacles. The tentacles connect to a primeval fish, 20 feet in length from its bulbous head to its crescent-shaped tail. Three slit-shaped eyes, protected by bony ridges, are set one atop the other in the front of its head, which remains just beneath the surface as it attacks.

The aboleth is a revolting fishlike amphibian found primarily in subterranean lakes and rivers. It despises all nonaquatic creatures and attempts to destroy them on sight.

An aboleth has a pink belly. Four pulsating blue-black orifices line the bottom of its body and secrete grey slime that smells like rancid grease. It uses its tail for propulsion in the water and drags itself along with its tentacles on land. An aboleth weighs about 6,500 pounds.

Aboleths are cruel and highly intelligent, making them dangerous predators. They know many ancient and terrible secrets, for they inherit their parent's knowledge at birth and assimilate the memories of all they consume.

Aboleths are smart enough to refrain from immediately attacking land dwellers who draw near. Instead they hang back, hoping their prey will enter the water, which they often make appear cool, clear, and refreshing with their powers of illusion. Aboleths also use their psionic abilities to enslave individuals for use against their own companions.

Aboleths have both male and female reproductive organs. They breed in solitude, laying 1d3 eggs every five years. These eggs grow for another five years before hatching into full-grown aboleths. Although the young are physically mature, they remain with their parent for some ten years, obeying the older creature utterly.

Aboleth speak their own language, as well as Undercommon and Aquan.

COMBAT

An aboleth attacks by flailing with its long, slimy tentacles, though it prefers to fight from a distance using its illusion powers.

Enslave (Su): Three times per day, an aboleth can attempt to enslave any living creature within 30 feet. The target must succeed on a DC 17 Will save or be affected as though by a *dominate person* spell (caster level 16th).

An enslaved creature obeys the aboleth's telepathic commands until freed by *remove curse*, and can attempt a new Will save every 24 hours to break free. The control is broken if the aboleth dies or travels more than 1 mile from its slave. The save DC is Charisma-based.

Psionics (Sp): At will—*hypnotic pattern* (DC 15), *illusory wall* (DC 17), *mirage arcana* (DC 18), *persistent image* (DC 18), *programmed image* (DC 19), *project image* (DC 20), *veil* (DC 19). Effective caster level 16th. The save DCs are Charisma-based.

Slime (Ex): A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 19 Fortitude save or begin transforming over the next 1d4+1 minutes, the skin gradually becoming a clear slimy membrane. An afflicted creature must remain moistened with cool fresh water or 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armour bonus by 1 (but never to less than 0). The save DC is Constitution-based.

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a vicious cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 19 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours. The save DC is Constitution-based.

Skills: An aboleth has a +8 racial bonus on any Swim check to perform some special action or avoid hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ABOLETH MAGE

Among the watery tombs and dungeons they inhabit, the lords of the aboleths focus their efforts to achieve dominion through their study of wizardry. Their great power marks them as among the lords of all subterranean creatures. Still, these creatures, devoted to their arcane scholarship, spend most of their long lives alone.

Combat

The save DC for the aboleth mage's transformation tentacle attack (DC 21) and its mucus cloud (DC 21) are adjusted for its higher Constitution score. The save DC for its enslave ability (DC 16) is adjusted for its lower Charisma score, as are the save DCs for its psionic abilities: *Hypnotic pattern* (DC 14), *illusory wall* (DC 16), *mirage arcana* (DC 17), *persistent image* (DC 17), *programmed image* (DC 18), *project image* (DC 19), *veil* (DC 18). Effective caster level 16th.

The aboleth mage uses a number of spells, such as *displacement*, *greater invisibility*, and *wall of force*, to protect itself while seizing control of its foes with spells and innate

	Aboleth Huge Aberration (Aquatic)	Aboleth Mage, 10th-Level Wizard Huge Aberration (Aquatic)
Hit Dice:	8d8 + 40 (76 hp)	8d8 + 56 plus 10d4 + 70 (177 hp)
Initiative:	+1	+7
Speed:	10 ft. (2 squares), swim 60 ft.	10 ft. (2 squares), Swim 60 ft.
Armor Class:	16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15	18 (-2 size, +3 Dex, +7 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+6/+22	+11/+28
Attack:	Tentacle +12 melee (1d6+8 plus slime)	Tentacle +18 melee (1d6+9 plus slime)
Full Attack:	4 tentacles +12 melee (1d6+8 plus slime)	4 tentacles +18 melee (1d6+9 plus slime)
Space/Reach:	15 ft./10 ft.	15 ft./10 ft.
Special Attacks:	Enslave, psionics, slime	Enslave, psionics, slime
Special Qualities	Aquatic subtype, darkvision 60 ft., mucus cloud	Aquatic subtype, darkvision 60 ft., mucus cloud, summon familiar
Saves:	Fort +7, Ref +3, Will +11	Fort +15, Ref +10, Will +15
Abilities:	Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 17	Str 28, Dex 16, Con 24, Int 20, Wis 16, Cha 14
Skills:	Concentration +16, Knowledge (any one) +13, Listen +16, Spot +16, Swim +8	Bluff +13, Concentration +25, Decipher Script +15, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +4, Knowledge (arcana) +15, Knowledge (dungeoneering) +25, Knowledge (history) +15, Knowledge (the planes) +15, Listen +15, Search +10, Sense Motive +15, Spellcraft +20, Spot +17, Survival +3 (+5 following tracks, on other planes, and underground), Swim +8
Feats:	Alertness, Combat Casting, Iron Will	Combat Casting, Empower Spell, Eschew Materials, Great Fortitude, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus (illusion), Spell Focus (enchantment), Spell Penetration
Environment:	Underground	Underground
Organisation:	Solitary, brood (2-4), or slaver brood (1d3+1 plus 7-12 skum)	Solitary
Challenge Rating:	7	17
Treasure:	Double standard	Double standard
Alignment:	Usually lawful evil	Usually lawful evil
Advancement:	9-16 HD (Huge); 17-24 HD (Gargantuan)	By character class
Level Adjustment:	—	—

abilities.

Typical Wizard Spells Prepared (4 / 6 / 5 / 4 / 4 / 3; save DC 15 + spell level): 0—daze, detect magic (2), resistance; 1st—alarm, charm person, color spray, mage armour, magic missile (2); 2nd—blur, bull's strength, darkness, fox's cunning, see invisibility; 3rd—dispel magic, displacement, fly, lightning bolt; 4th—greater invisibility, phantasmal killer, scrying, stoneskin; 5th—hold monster, empowered lightning bolt, wall of force.



ACHAIERAI

A large creature stands on four stiltlike legs. It has a birdlike body, round and plump, about the size of a small pony, balanced atop its legs. Feathers that range in color from brown to red cover its body, and its terrible claws and beak glint like burnished metal.

	Large Outsider(Evil, Extraplanar, Lawful)
Hit Dice:	6d8 + 12 (39 hp)
Initiative:	+1
Speed:	50 ft. (10 squares)
Armor Class:	20 (-1 size, +1 Dex, +10 natural), touch 10, flat-footed 19
Base Attack/Grapple:	+6/+14
Attack:	Claw +9 melee (2d6+4)
Full Attack:	2 claws +9 melee (2d6+4) and bite +4 melee (4d6+2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Black cloud
Special Qualities	Darkvision 60 ft., spell resistance 19
Saves:	Fort +7, Ref +6, Will +7
Abilities:	Str 19, Dex 13, Con 14, Int 11, Wis 14, Cha 16
Skills:	Balance +10, Climb +13, Diplomacy +5, Hide +6, Jump +21, Listen +11, Move Silently +10, Sense Motive +11, Spot +11
Feats:	Dodge, Mobility, Spring Attack
Environment:	Infernal Battlefield of Acheron
Organisation:	Solitary or flock (5-8)
Challenge Rating:	5
Treasure:	Double standard
Alignment:	Always lawful evil
Advancement:	7-12 HD (Large); 13-18 HD (Huge)
Level Adjustment:	—



Achaierais are massive, 15-foot-tall flightless birds that inhabit lawful planes of battle and are only occasionally encountered elsewhere.

Achaierais speak Infernal. They weigh about 750 pounds.

COMBAT

In close combat, an achaierai lashes out with two of its four legs and snaps with its powerful beak. It makes frequent use of its Spring Attack feat to strike quickly and then retreat out of range before an enemy can counterattack.

An achaierai's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful aligned for the purpose of overcoming damage reduction.

Black Cloud (Ex): Up to three times per day an achaierai can release a choking, toxic black cloud.

Those other than achaierai within 10 feet instantly take 2d6 points of damage. They must also succeed on a DC 15 Fortitude save or be affected for 3 hours as though by an insanity spell (caster level 16th). The save DC is Constitution-based.

ALLIP

Hit Dice:	Medium Undead (Incorporeal) 4d12 (26 hp)
Initiative:	+5
Speed:	Fly 30 ft. (perfect) (10 squares)
Armor Class:	15 (+1 Dex, +4 deflection), touch 15, flat-footed 14
Base Attack/Grapple:	+2/—
Attack:	Incorporeal touch +3 melee (1d4 Wisdom drain)
Full Attack:	Incorporeal touch +3 melee (1d4 Wisdom drain)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Babble, madness, Wisdom drain
Special Qualities	Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits
Saves:	Fort +1, Ref +4, Will +4
Abilities:	Str —, Dex 12, Con —, Int 11, Wis 11, Cha 18
Skills:	Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0 (+2 following tracks)
Feats:	Improved Initiative, Lightning Reflexes
Environment:	Any
Organisation:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	5-12 HD (Medium)
Level Adjustment:	—



The creature that floats before you is like a thing out of nightmare. It has a vaguely humanoid shape, but it's a shape without features that has been distorted and bristles with madness. From the waist down, it trails away into vaporous nothingness, leaving a faint trace of fog behind it as it moves.

An allip is the spectral remains of someone driven to suicide by a madness that afflicted it in life. It craves only revenge and unrelentingly pursues those who tormented it in life and pushed it over the brink.

An allip cannot speak intelligibly.

COMBAT

An allip is unable to cause physical harm, although it doesn't appear to know that. It keeps flailing away at enemies, yet it inflicts no wounds.

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 16 Will save or be affected as though by a hypnotism spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

Madness (Su): Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Wisdom Drain (Su): An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

ANGEL

Angels are a race of celestials, beings who live on the good-aligned Outer Planes. Celestials positively drip with goodness—every fiber of their bodies and souls is suffused with it. They are the natural enemies of demons and devils (creatures of the infernal realms).

Angels can be of any good alignment. Lawful good angels hail from the plane of Celestia, neutral good angels from the plane of Elysium or the Beastlands, and Chaotic good angels from the plane of Arborea. Regardless of their alignment, angels never lie, cheat, or steal. They are impeccably honorable in all their dealings and often prove the most trustworthy and diplomatic of all the celestials.

All angels are blessed with comely looks, though their actual appearances vary widely.

Angels speak Celestial, Infernal, and Draconic, though they can speak with almost any creature because of their tongues ability.

globe of invulnerability, both with a radius of 20 feet (caster level equals angel's HD). This aura can be dispelled, but the angel can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in an angel's statistics block.)

—*Tongues* (Su): All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to angel's Hit Dice). This ability is always active.



COMBAT

Though they are honorable, and good, angels don't hesitate to back up their arguments with their weapons and other powers when necessary. Though they do not relish combat, they do not hesitate to take the battle to the enemy. In combat, most angels make full use of their mobility and their ability to attack at a distance.

Angel Traits: An angel possesses the following traits (unless otherwise noted in a creature's entry).

—Darkvision out to 60 feet and low-light vision.

—Immunity to acid, cold, and petrification.

—Resistance to electricity 10 and fire 10.

+4 racial bonus on saves against poison.

—*Protective Aura* (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *magic circle against evil* effect and a lesser

ANGEL, ASTRAL DEVA

	Medium Outsider (Angel, Extraplanar, Good)
Hit Dice:	12d8+48 (102 hp)
Initiative:	+8
Speed:	50 ft. (10 squares), fly 100 ft. (good)
Armor Class:	29 (+4 Dex, +15 natural), touch 14, flat-footed 25
Base Attack/Grapple:	+12/+18
Attack:	+3 heavy mace of disruption +21 melee (1d8+12 plus stun) or slam +18 melee (1d8+9)
Full Attack:	+3 heavy mace of disruption +21/+16/+11 melee (1d8+12 plus stun) or slam +18 melee (1d8+9)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, stun
Special Qualities:	Damage reduction 10/evil, darkvision 60 ft., low-light vision, immunity to acid, cold, and petrification, protective aura, resistance to electricity 10 and fire 10, spell resistance 30, tongues, uncanny dodge
Saves:	Fort +14 (+18 against poison), Ref +12, Will +12
Abilities:	Str 22, Dex 18, Con 18, Int 18, Wis 18, Cha 20
Skills:	Concentration +19, Craft or Knowledge (any three) +19, Diplomacy +22, Escape Artist +19, Hide +19, Intimidate +20, Listen +23, Move Silently +19, Sense Motive +19, Spot +23, Use Rope +4 (+6 with bindings)
Feats:	Alertness, Cleave, Great Fortitude, Improved Initiative, Power Attack
Environment:	Any good-aligned plane
Organization:	Solitary, pair, or squad (3?5)
Challenge Rating:	14
Treasure:	No coins; double goods; standard items
Alignment:	Always good (any)
Advancement:	13?18 HD (Medium); 19?36 HD (Large)
Level Adjustment:	+8

A beautiful, extremely tall, humanlike creature with long, feathery wings and a very supple and lithe body glows with an inner power that makes it hard to look directly at the creature

Astral devas watch over lesser beings of good alignment and help when they can. In particular, they are patrons of planar travellers and powerful creatures undertaking good causes. An astral deva is about 7½ feet tall and weighs about 250 pounds.

Combat

An astral deva is not afraid to enter melee combat. It takes a fierce joy in bashing evil foes with its powerful +3 *heavy mace of disruption*.

An astral deva's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*aid*, *continual flame*, *detect evil*, *discern lies* (DC 19), *dispel evil* (DC 20), *dispel magic*, *holy aura* (DC 23), *holy smite* (DC 19), *holy word* (DC 22), *invisibility* (self only), *plane shift* (DC 22), *polymorph* (self only), *remove curse* (DC 18), *remove disease* (DC 18), *remove fear* (DC 16); 7/day—*cure light wounds* (DC 16), *see invisibility*; 1/day—*blade barrier* (DC 21), *heal* (DC 21). Caster level 12th. The save DCs are Charisma-based.

Stun (Su): If an astral deva strikes an opponent twice in one round with its mace, that creature must succeed on a DC 22 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Uncanny Dodge (Ex): An astral deva retains its Dexterity bonus to AC when flat-footed, and it cannot be flanked except by a rogue of at least 16th level. It can flank characters with the uncanny dodge ability as if it were a 12th-level rogue.

ANGEL, PLANETAR

	Large Outsider (Angel, Extraplanar, Good)
Hit Dice:	14d8+70 (133 hp)
Initiative:	+8
Speed:	30 ft. (6 squares), fly 90 ft. (good)
Armor Class:	32 (?1 size, +4 Dex, +19 natural), touch 13, flat-footed 28
Base Attack/Grapple:	+14/+25
Attack:	+3 greatsword +23 melee (3d6+13/19?20) or slam +20 melee (2d8+10)
Full Attack:	+3 greatsword +23/+18/+13 melee (3d6+13/19?20) or slam +20 melee (2d8+10)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Spell-like abilities, spells
Special Qualities:	Damage reduction 10/evil, darkvision 60 ft., low-light vision, immunity to acid, cold, and petrification, protective aura, regeneration 10, resistance to electricity 10 and fire 10, spell resistance 30, tongues
Saves:	Fort +14 (+18 against poison), Ref +13, Will +15
Abilities:	Str 25, Dex 19, Con 20, Int 22, Wis 23, Cha 22
Skills:	Concentration +22, Craft or Knowledge (any four) +23, Diplomacy +25, Escape Artist +21, Hide +17, Intimidate +23, Listen +23, Move Silently +21, Sense Motive +23, Search +23, Spot +23, Use Rope +4 (+6 with bindings)
Feats:	Blind-Fight, Cleave, Improved Initiative, Improved Sunder, Power Attack
Environment:	Any good-aligned plane
Organization:	Solitary or pair
Challenge Rating:	16
Treasure:	No coins; double goods; standard items
Alignment:	Always good (any)
Advancement:	15?21 HD (Large); 22?42 HD (Huge)
Level Adjustment:	—

The creature resembles a massively muscular and tall human with smooth emerald skin, white-feathered wings, and a bald head.

Planetars serve as mighty generals of celestial armies. They also help powerful mortals on missions of good, particularly those that involve battles with fiends. A planetar is nearly 9 feet tall and weighs about 500 pounds.

Combat

Despite their vast array of magical powers, planetars are likely to wade into melee with their +3 greatswords. They particularly enjoy fighting fiends.

A planetar's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Regeneration: A planetar takes damage from evil-aligned weapons and from spells and effects with the evil descriptor.

Spell-Like Abilities: At will—*continual flame*, *dispel magic*, *holy smite* (DC 20), *invisibility* (self only), *lesser restoration* (DC 18), *remove curse* (DC 19), *remove disease* (DC 19), *remove fear* (DC 17), *speak with dead* (DC 19); 3/day—*blade barrier* (DC 22), *flame strike* (DC 21), *polymorph* (self

only), *power word stun*, *raise dead*, *waves of fatigue*; 1/day—*earthquake* (DC 24), *greater restoration* (DC 23), *mass charm monster* (DC 24), *waves of exhaustion*. Caster level 17th. The save DCs are Charisma-based.

The following abilities are always active on the planetar's person, as the spells (caster level 17th): *detect evil*, *detect snares and pits*, *discern lies* (DC 20), *see invisibility*, and *true seeing*. They can be dispelled, but the planetar can reactivate them as a free action.

Spells: Planetars can cast divine spells as 17th-level clerics. A planetar has access to two of the following domains: Air, Destruction, Good, Law, or War (plus any others from its deity). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/8/8/7/7/6/6/4/3/2; save DC 16 + spell level): 0—*create water*, *detect magic*, *guidance*, *resistance* (2), *virtue*; 1st—*bless* (2), *cause fear*, *divine favor* (2), *entropic shield*, *inflict light wounds**, *shield of faith*; 2nd—*aid**, *align weapon*, *bear's endurance*, *bull's strength* (2), *consecrate*, *eagle's splendor*, *hold person*; 3rd—*contagion**, *daylight*, *invisibility purge*, *prayer* (2), *summon monster III*, *wind wall*; 4th—*death ward*, *dismissal*, *inflict critical wounds**, *neutralize poison* (2), *summon monster IV*; 5th—*break enchantment*, *circle of doom**, *dispel evil*, *mark of justice*, *plane shift*, *righteous might*; 6th—*banishment*, *greater dispel magic*, *harm**, *heal*, *heroes' feast*, *mass cure moderate wounds*; 7th—*dictum*, *disintegrate**, *holy word*, *regenerate*; 8th—*holy aura**, *mass cure critical wounds*, *shield of law*; 9th—*implosion*, *summon monster IX (good)**.

*Domain spell. Domains: Destruction and Good.

ANGEL, SOLAR

	Large Outsider (Angel, Extraplanar, Good)
Hit Dice:	22d8+110 (209 hp)
Initiative:	+9
Speed:	50 ft. (10 squares), fly 150 ft. (good)
Armor Class:	35 (?1 size, +5 Dex, +21 natural), touch 14, flat-footed 30
Base Attack/Grapple:	+22/+35
Attack:	+5 dancing greatsword +35 melee (3d6+18/19?20) or +2 composite longbow (+5 Str bonus) +28 ranged (2d6+7/x3 plus slaying) or slam +30 melee (2d8+13)
Full Attack:	+5 dancing greatsword +35/+30/+25/+20 melee (3d6+18/19?20) or +2 composite longbow (+5 Str bonus) +28/+23/+18/+13 ranged (2d6+7/x3 plus slaying) or slam +30 melee (2d8+13)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Spell-like abilities, spells
Special Qualities:	Damage reduction 15/epic and evil, dark-vision 60 ft., low-light vision, immunity to acid, cold, and petrification, protective aura, regeneration 15, resistance to electricity 10 and fire 10, spell resistance 32, tongues
Saves:	Fort +18 (+22 against poison), Ref +18, Will +20
Abilities:	Str 28, Dex 20, Con 20, Int 23, Wis 25, Cha 25
Skills:	Concentration +30, Craft or Knowledge (any five) +33, Diplomacy +34, Escape Artist +30, Hide +26, Listen +32, Move Silently +30, Search +31, Sense Motive +32, Spellcraft +31, Spot +32, Survival +7 (+9 following tracks), Use Rope +5 (+7 with bindings)
Feats:	Cleave, Dodge, Great Cleave, Improved Initiative, Improved Sunder, Mobility, Power Attack, Track
Environment:	Any good-aligned plane
Organization:	Solitary or pair
Challenge Rating:	23
Treasure:	No coins; double goods; standard items
Alignment:	Always good (any)
Advancement:	23?33 HD (Large); 34?66 HD (Huge)
Level Adjustment:	—

The creature resembles a towering, powerfully built human with brilliant topaz eyes, silvery (or golden) skin, and gleaming white wings

Solars are the greatest of the angels, usually close attendants to a deity or champions of cosmically beneficent task (such as eliminating a particular type of wrongdoing). A solar has a deep and commanding voice, and stands about 9 feet tall. It weighs about 500 pounds.

Combat

Solars are puissant champions of good. Only the most powerful fiends approach their power.

Even more fearsome than their /textit+5 dancing greatswords are their /textit+2 composite longbows that create any sort of *slaying arrow* when drawn.

A solar's natural weapons, as well as any weapons it wields, are treated as good-aligned and epic for the purpose of overcoming damage reduction.

Regeneration (Ex): A solar takes normal damage from epic evil-aligned weapons, and from spells or effects with the evil descriptor.

Spell-Like Abilities: At will—*aid*, *animate objects*, *commune*, *continual flame*, *dimensional anchor*, *greater dispel magic*, *holy smite* (DC 21), *imprisonment* (DC 26), *invisibility* (self only), *lesser restoration* (DC 19), *polymorph* (self only), *power word stun*, *remove curse* (DC 20), *remove disease* (DC 20), *remove fear* (DC 18), *resist energy*, *summon monster VII*, *speak with dead* (DC 20), *waves of fatigue*; 3/day—*blade barrier* (DC 23), *earthquake* (DC 25), *heal* (DC 23), *mass charm monster* (DC 25), *permanency*, *resurrection*, *waves of exhaustion*; 1/day—*greater restoration* (DC 24), *power word blind*, *power word kill*, *power word stun*, *prismatic spray* (DC 24), *wish*. Caster level 20th. The save DCs are Charisma-based.

The following abilities are always active on a solar's person, as the spells (caster level 20th): *detect evil*, *detect snares and pits*, *discern lies* (DC 21), *see invisibility*, *true seeing*. They can be dispelled, but the solar can reactivate them as a free action.

Spells: Solars can cast divine spells as 20th-level clerics. A solar has access to two of the following domains: Air, Destruction, Good, Law, or War (plus any others from its deity). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/8/8/8/7/7/6/6/5/5; save DC 17 + spell level): 0—*create water*, *detect magic*, *guidance* (2), *resistance* (2); 1st—*bless* (2), *cause fear*, *divine favor* (2), *entropic shield*, *obscuring mist**, *shield of faith*; 2nd—*align weapon*, *bear's endurance* (2), *bull's strength* (2), *consecrate*, *eagle's splendor*, *spiritual weapon**; 3rd—*daylight*, *invisibility purge*, *magic circle against evil*, *magic vestment**, *prayer* (2), *protection from energy*, *wind wall*; 4th—*death ward* (2), *dismissal* (2), *divine power**, *neutralize poison* (2); 5th—*break enchantment*, *control winds**, *dispel evil*, *plane shift*, *righteous might* (2), *symbol of pain*; 6th—*banishment*, *chain lightning**, *heroes' feast*, *mass cure moderate wounds*, *undeath to death*, *word of recall*; 7th—*control weather**, *destruction*, *dictum*, *ethereal jaunt*, *holy word*, *regenerate*; 8th—*fire storm*, *holy aura*, *mass cure critical wounds* (2), *whirlwind**; 9th—*ethereality*, *elemental swarm (air)**, *mass heal*, *miracle*, *storm of vengeance*.

*Domain spell. Domains: Air and War.

ANIMATED OBJECT

Animated objects come in all sizes, shapes, and colors. They owe their existence as creatures to spells such as *animate objects* or similar supernatural abilities.



to speed.

Objects with multiple legs (tables, chairs) have a +20 foot bonus to speed. Wheeled objects have a +40 foot bonus to speed.

Objects might have additional modes of movement. A wooden object can float and has a swim speed equal to half its land speed. A rope or similar sinuous object has a climb speed equal to half its land speed. A sheetlike object can fly (clumsy maneuverability) at half its normal speed.

Trample (Ex): An animated object of at least Large size and with a hardness of at least 10 can trample creatures two or more sizes smaller than itself, dealing damage equal to the object's slam damage + $1\frac{1}{2}$ times its Strength bonus. Opponents who do not make attacks of opportunity against the object can attempt Reflex saves (DC 10 + $1\frac{1}{2}$ object's HD + object's Str modifier) to halve the damage.

COMBAT

Animated objects fight only as directed by the animator. They follow orders without question and to the best of their abilities. Since they do not need to breathe and never tire, they can be extremely capable minions.

An animated object can have one or more of the following special abilities, depending on its form.

Blind (Ex): A sheetlike animated object such as a carpet or tapestry can grapple an opponent up to three sizes larger than itself. The object makes a normal grapple check. If it wins, it wraps itself around the opponent's head, causing that creature to be blinded until removed.

Constrict (Ex): A flexible animated object such as a rope, vine, or rug deals damage equal to its slam damage value plus $1\frac{1}{2}$ times its Strength bonus with a successful grapple check against a creature up to one size larger than itself.

An object of at least Large size can make constriction attacks against multiple creatures at once, if they all are at least two sizes smaller than the object and can fit under it. **Hardness (Ex):** An animated object has the same hardness it had before it was animated.

Improved Speed (Ex): The base land speed given in the statistics block assume that an animated object lurches, rocks, or slithers along.

Objects with two legs (statues, ladders) or a similar shape that allows faster movement have a +10 foot bonus

	Animated Object, Tiny Tiny Construct	Animated Object, Small Small Construct	Animated Object, Medium Medium Construct
Hit Dice:	1/2d10 (2 hp)	1d10+10 (15 hp)	2d10+20 (31hp)
Initiative:	+2	+1	+0
Speed:	40 ft. (8 squares); 50 ft. legs, 60 ft. multiple legs; 80 ft. wheels	30 ft. (6 squares); 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels	30 ft. (6 squares); 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12	14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13	14 (+4 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+0/+9	+0/-4	+1/+2
Attack:	Slam +1 melee (1d3-1)	Slam +1 melee (1d4)	Slam +2 melee (1d6+1)
Full Attack:	Slam +1 melee (1d3-1)	Slam +1 melee (1d4)	Slam +2 melee (1d6+1)
Space/Reach:	2-1/2ft./0 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	see text	see text	see text
Special Qualities:	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text
Saves:	Fort +0, Ref +2, Will -5	Fort +0, Ref +1, Will -5	Fort +0, Ref +0, Will -5
Abilities:	Str 8, Dex 14, Con -, Int -, Wis 1, Cha 1	Str 10, Dex 12, Con -, Int -, Wis 1, Cha 1	Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1
Skills:	-	-	-
Feats:	-	-	-
Environment:	Any	Any	Any
Organization:	Group (4)	Pair	Solitary
Challenge Rating:	1/2	1	2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	-	-	-
Level Adjustment:	-	-	-
	Animated Object, Large Large Construct	Animated Object, Huge Huge Construct	Animated Object, Gargantuan Gargantuan Construct
Hit Dice:	4d10+30 (52 hp)	8d10+40 (84 hp)	16d10+60 (148 hp)
Initiative:	+0	-1	-2
Speed:	20 ft. (4 squares); 30 ft. legs, 40 ft. multiple legs, 60 ft. wheels	20 ft. (4 squares); 30 ft. legs, 40 ft. multiple legs, 60 ft. wheels	10 ft. (2 squares); 20 ft. legs, 30 ft. multiple legs, 50 ft. wheels
Armor Class:	14 (-1 size, +5 natural), touch 9, flat-footed 14	13 (-2 size, -1 Dex, +6 natural), touch 7, flat-footed 13	12 (-4 size, -2 Dex, +8 natural), touch 4, flat-footed 12
Base Attack/Grapple:	+3/+10	+6/+19	+12/+31
Attack:	Slam +5 melee (1d8+4)	Slam +9 melee (2d6+7)	Slam +15 melee (2d8+10)
Full Attack:	Slam +5 melee (1d8+4)	Slam +9 melee (2d6+7)	Slam +15 melee (2d8+10)
Space/Reach:	10 ft./5 ft. (long) 10 ft./10 ft. (tall)	15 ft./10 ft. (long) 15 ft./15 ft. (tall)	20 ft./15 ft. (long) 20 ft./20 ft. (tall)
Special Attacks:	see text	see text	see text
Special Qualities:	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text
Saves:	Fort +1, Ref +1, Will -4	Fort +2, Ref +1, Will -3	Fort +5, Ref +3, Will +0
Abilities:	Str 16, Dex 10, Con —, Int —, Wis 1, Cha 1	Str 20, Dex 8, Con —, Int —, Wis 1, Cha 1	Str 24, Dex 6, Con —, Int —, Wis 1, Cha 1
Skills:	-	-	-
Feats:	-	-	-
Environment:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	3	5	7
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	-	-	-
Level Adjustment:	-	-	-

Animated Object, Colossal

Colossal Construct

Hit Dice:	32d10+80 (256 hp)
Initiative:	-3
Speed:	10 ft. (2 squares); 20 ft. legs, 30 ft. multiple legs, 50 ft. wheels
Armor Class:	11 (-8 size, -3 Dex, +12 natural), touch -1, flat-footed 11
Base Attack/Grapple:	+24/+49
Attack:	Slam +25 melee (4d6+13)
Full Attack:	Slam +25 melee (4d6+13)
Space/Reach:	30 ft./20 ft. (long) 30 ft./30 ft. (tall)
Special Attacks:	see text
Special Qualities:	Construct traits, darkvision 60 ft., low-light vision; also see text
Saves:	Fort +10, Ref +7, Will +5
Abilities:	Str 28, Dex 4, Con -, Int -, Wis 1, Cha 1
Skills:	-
Feats:	-
Environment:	Any
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement:	-
Level Adjustment:	-

ANKHEG

A huge segmented insect with slender legs, each ending in a sharp claw, emerges from the ground in a burst of rock and dirt. A tough chitinous brown shell covers its entire body, and glistening black eyes stare out from above powerful mandibles.

	Large Magical Beast
Hit Dice:	2d10+12 (28 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), burrow 20 ft.
Armor Class:	18 (-1 size, +9 natural), touch 9, flat-footed 18
Base Attack/Grapple:	+3/+12
Attack:	Bite +7 melee (2d6+7 plus 1d4 acid)
Full Attack:	Bite +7 melee (2d6+7 plus 1d4 acid)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, spit acid
Special Qualities:	Darkvision 60 ft., low-light vision, tremorsense 60 ft.
Saves:	Fort +6, Ref +3, Will +2
Abilities:	Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6
Skills:	Climb +8, Listen +6, Spot +3
Feats:	Alertness, Toughness
Environment:	Warm plains
Organization:	Solitary or cluster (2-4)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4 HD (Large); 5-9 HD (Huge)
Level Adjustment:	-

The ankheg is a burrowing monster with a taste for fresh meat.

An ankheg has six legs, and some specimens are yellow rather than brown. It is about 10 feet long and weighs about 800 pounds.

An ankheg burrows with legs and mandibles. A burrowing ankheg usually does not make a usable tunnel, but can construct a tunnel; it burrows at half speed when it does so. It often digs a winding tunnel up to 40 feet below the surface in the rich soil of forests or farmlands. The tunnel is 5 feet tall and wide, and from 60 to 150 feet long ([1d10 + 5] x 10). The hollowed ends of the tunnel serve as temporary lairs for sleeping, eating, or hibernating.

An ankheg can eat decayed organic matter but prefers fresh meat. Though a hungry ankheg might kill a farmer, the creature is quite beneficial to farmland. Its tunnel system laces the soil with passages for air and water, while its wastes add rich nutrients.

COMBAT

An ankheg usually lies 5 to 10 feet below the surface until its antennae detect the approach of prey. It then burrows up to attack. (Treat this as a charge, even though the

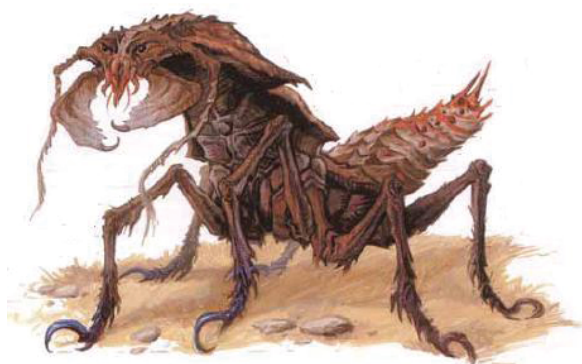
ankheg does not need to move 10 feet before attacking.)

Clusters of ankhegs share the same territory but do not cooperate.

Improved Grab (Ex): To use this ability, an ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

Spit Acid (Ex): 30-ft. line, once every 6 hours; damage 4d4 acid, Reflex DC 14 half. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is Constitution-based.

An ankheg does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its full normal hit points or when it has not successfully grabbed an opponent.



ARANEAE

The creature appears to be a monstrous spider, but it has two small humanlike arms below its mandibles.

	Medium Magical Beast (Shapechanger)
Hit Dice:	3d10+6 (22 hp)
Initiative:	+6
Speed:	50 ft. (10 squares), climb 25 ft.
Armor Class:	13 (+2 Dex, +1 natural), touch 12, flat-footed 11
Base Attack/Grapple:	+3/+3
Attack:	Bite +5 melee (1d6 plus poison) or web +5 ranged
Full Attack:	Bite +5 melee (1d6 plus poison) or web +5 ranged
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison, spells, web
Special Qualities:	Change shape, darkvision 60 ft., low-light vision
Saves:	Fort +5, Ref +5, Will +4
Abilities:	Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14
Skills:	Climb +14, Concentration +8, Escape Artist +5, Jump +13, Listen +6, Spot +6
Feats:	Improved Initiative, Iron Will, Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary or colony (3–6)
Challenge Rating:	4
Treasure:	Standard coins; double goods; standard items
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+4

An aranea is an intelligent, shapechanging spider with sorcerous powers. In its natural form, an aranea resembles a big spider, with a humpback body a little bigger than a human torso. It has fanged mandibles like a normal spider. Two small arms, each about 2 feet long, lie below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb.

An aranea weighs about 150 pounds. The hump on its back houses its brain.

Araneas speak Common and Sylvan.

COMBAT

An aranea avoids physical combat and uses its webs and spells when it can. In a battle, it tries to immobilize or distract the most aggressive opponents first.

Araneas often subdue opponents for ransom.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Spells: An aranea casts spells as a 3rd-level sorcerer. It prefers illusion and enchantments and avoids fire spells.

Typical Sorcerer Spells Known (6/6; save DC 12 + spell level): *o-daze, detect magic, ghost sound, light, resistance; 1st—mage armor, silent image, sleep.*

Web (Ex): In spider or hybrid form (see below), an aranea can throw a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 13 Escape Artist check or burst the web with a DC 17 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Change Shape (Su): An aranea's natural form is that of a Medium monstrous spider. It can assume two other forms. The first is a unique Small or Medium humanoid; an aranea in its humanoid form always assumes the same appearance and traits, much as a lycanthrope would. In humanoid form, an aranea cannot use its bite attack, webs, or poison.

The second form is a Medium spider-humanoid hybrid. In hybrid form, an aranea looks like a Medium humanoid at first glance, but a DC 18 Spot check reveals the creature's fangs and spinnerets. The aranea retains its bite attack, webs, and poison in this form, and can also wield weapons or wear armor. When in hybrid form, an aranea's speed is 30 feet (6 squares).

An aranea remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does an aranea revert to its natural form when killed. A true seeing spell, however, reveals its natural form if it is in humanoid or hybrid form.

Skills: Araneas have a +2 racial bonus on Jump, Listen, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.



ARCHON

Archons are celestials from a lawful good-aligned plane. Archons speak Celestial, Infernal, and Draconic, but can speak with almost any creature because of their tongues ability.

COMBAT

Archons generally prefer to meet a foe head-on if it is prudent to do so, but if outmatched, they do what they can to even the odds (usually by employing hit-and-run tactics or standing off and engaging a foe with magic before moving into melee).

Archon Traits: An archon possesses the following traits (unless otherwise noted in a creature's entry).

–Darkvision out to 60 feet and low-light vision.

–*Aura of Menace* (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

–Immunity to electricity and petrification.

– +4 racial bonus on saves against poison.

–*Magic Circle against Evil* (Su): A magic circle against evil effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

–*Teleport* (Su): Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.

–*Tongues* (Su): All archons can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

LANTERN ARCHON

Hit Dice:	Small Outsider (Arcon, Extraplanar, Good, Lawful) 1d8 (4hp)
Initiative:	+4
Speed:	Fly 60 ft. (perfect)(12 squares)
Armor Class:	15 (+1 size, +4 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+1/-8
Attack:	Light ray +2 ranged touch (1d6)
Full Attack:	2 light rays +2 ranged touch (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Aura of menace, damage reduction 10/evil and magic, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, teleport, tongues
Saves:	Fort +2 (+6 against poison), Ref +2, Will +2
Abilities:	Str 1, Dex 11, Con 10, Int 6, Wis 11, Cha 10
Skills:	Concentration +4, Diplomacy +4, Knowledge (the planes) +2, Listen +4, Sense Motive +4, Spot +4
Feats:	Improved initiative
Environment:	Seven Mounting Heavens of Celestia
Organization:	Solitary, pair, or squad (3-5)
Challenge Rating:	2
Treasure:	None
Alignment:	Always lawful good
Advancement:	2-4 HD (Small)
Level Adjustment:	–

A ball of glowing light floats toward you.

Lantern archons appear as floating balls of light that glow about as brightly as a torch. Only their destruction can extinguish the glow, though they can try to hide it.

Lantern archons are very friendly and usually eager to give what assistance they can. However, their bodies are just gaseous globes, and they are much too weak to render any material aid. Lantern archons speak in soft, musical voices.

Combat

A lantern archon has little reason to get within melee range. It usually hovers just close enough to bring the enemy within its aura of menace, then blasts away with its light rays. Lantern archons prefer to concentrate on a single opponent, seeking to reduce enemy numbers quickly.

Aura of Menace (Su): Will DC 12 negates.

Light Ray (Ex): A lantern archon's light rays have a range of 30 feet. This attack overcomes damage reduction

of any type.

Spell-Like Abilities: At will—aid, detect evil, continual flame. Caster level 3rd.

HOUND ARCHON

A powerfully build humanoid with the head of a dog appears both serene and ready for action, with a greatsword strapped to its broad back and an expression that indicates intelligence and protectiveness.

Hound archons look like well-muscled humans with canine heads. They seek to defend the innocent and help the helpless against evil.

Their broad shoulders and meaty fists mark hound archons as able combatants. Likewise, their legs indicate that fleeing enemies won't get very far.

Combat

Hound archons prefer to attack with their natural weapons but occasionally use greatswords.

A hound archon's natural weapons, as well as any weapons it wields, are treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—aid, continual flame, detect evil, message. Caster level 6th.

Aura of Menace (Su): Will DC 16 negates.

Change Shape (Su): A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Skills: *While in canine form, a hound archon gains a +4 circumstance bonus on Hide and Survival checks.

Hound Archon Hero

The hound archon hero is a mighty champion of justice, devoted to the pursuit and destruction of evil in all its forms.

COMBAT

Hound archon heroes have over time developed a love for their weapons. They prefer to use their holy greatswords over their bite and slam attacks.

Spell-Like Abilities: At will—aid, continual flame, detect evil, message. Caster level 6th.

Aura of Menace (Su): The save DC for the hound archon hero's aura of menace (DC 18) is adjusted for its higher Charisma score.

Smite Evil (Su): Three times per day a hound archon hero can make a normal melee attack with a +3 bonus that deals an extra 11 points of damage against an evil foe.

Change Shape (Su): A hound archon hero can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Skills: *While in canine form, a hound archon hero

gains a +4 circumstance bonus on Hide and Survival checks.

Paladin Abilities: Aura of courage, aura of good, detect evil, divine grace, divine health, lay on hands (33 points/day), remove disease 2/week, special mount (juvenile bronze dragon).

Typical Paladin Spells Prepared (2/2; save DC 12 + spell level): 1st—divine favor, protection from evil; 2nd—bull's strength, eagle's splendor.

Possessions: +3 full plate armor, +2 cold iron greatsword.

HOUND ARCHON HERO MOUNTS

In the course of their adventures, many hound archon heroes befriend bronze dragons, which may come to serve as their mounts. The relationship between these mounts and their celestial riders goes beyond even the special bond between paladin and mount. The dragon and the archon are naturally allies and friends, as can be expected of two powerful servants of cosmic justice. The juvenile bronze dragon mount gains 2 additional HD, 4 points of Strength, an additional 4 points of natural armor, improved evasion, and +10 feet to speed in all its movement forms. The dragon cannot, however, command other creatures of its type as other kinds of paladin mounts can.

HOUND ARCHONS AS CHARACTERS

Hound archon characters possess the following racial traits.

- +4 Strength, +2 Constitution, +2 Wisdom, +2 Charisma.

- Medium size.

- A hound archon's base land speed is 40 feet.

- Racial Hit Dice: A hound archon begins with six levels of outsider, which provide 6d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +5, Ref +5, and Will +5.

- Racial Skills: A hound archon's outsider levels give it skill points equal to $9 \times (8 + \text{Int modifier})$. Its class skills are Concentration, Hide, Jump, Listen, Move Silently, Sense Motive, Spot, and Survival.

- Racial Feats: A hound archon's outsider levels give it three feats.

- +9 natural armor bonus.

- Natural Weapons: Bite (1d8) and slam (1d4).

- Archon Traits (see page 16): Darkvision 60 ft., low-light vision, aura of menace (Will DC 15 + character's Cha modifier), immunity to electricity and petrification, +4 racial bonus on saves against poison, magic circle against evil, teleport, tongues.

- Special Attacks: Spell-like abilities.

- Special Qualities: Change shape, damage reduction 10/evil, scent, spell resistance equal to 16 + class levels.

- Automatic Languages: Celestial. Bonus Languages: Common, Draconic, Infernal.

- Favored class: Ranger.

- Level adjustment +5.

TRUMPET ARCHON

Hit Dice:	Medium Outsider (Archon, Extraplanar, Good, Lawful) 12d8+72 (126 hp)
Initiative:	+7
Speed:	40 ft. (8 squares), fly 90 ft. (good)
Armor Class:	27 (+3 Dex, +14 natural), touch 13, flat-footed 24
Base Attack/Grapple:	+12/+17
Attack:	+4 greatsword +21 melee (2d6+11/19–20)
Full Attack:	+4 greatsword +21/+16/+11 melee (2d6+11/19–20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, spells, trumpet
Special Qualities:	Aura of menace, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, spell resistance 29, teleport, tongues
Saves:	Fort +14 (+18 against poison), Ref +11, Will +11
Abilities:	Str 20, Dex 17, Con 23, Int 16, Wis 16, Cha 16
Skills:	Concentration +21, Diplomacy +20, Escape Artist +18, Handle Animal +18, Knowledge (any one) +18, Listen +18, Move Silently +18, Perform (wind instruments) +18, Ride +20, Sense Motive +18, Spot +18, Use Rope +3 (+5 with bindings)
Feats:	Blind-Fight, Cleave, Combat Reflexes, Improved Initiative, Power Attack
Environment:	A lawful good-aligned plane
Organization:	Solitary, pair, or squad (3–5)
Challenge Rating:	14
Treasure:	No coins; double goods; standard items
Alignment:	Always lawful good
Advancement:	13–18 HD (Medium); 19–36 HD (Large)
Level Adjustment:	+8

Appearing as a green winged elf of supernatural goodness and beauty, the creature raises a massive silver trumpet and sounds a blast of piercing soul-wrenching music.

Trumpet archons serve as celestial messengers and heralds, though their martial skills are considerable. Each carries a gleaming silver trumpet about 6 feet long.

Combat

A trumpet archon usually disdains physical combat, preferring to obliterate foes with spells quickly and return to its duties. If forced into an extended battle, it sounds its trumpet and attacks with a vengeance.

A trumpet archon's natural weapons, as well as any weapons it wields, are treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—detect evil, continual flame, message. Caster level 12th.

Aura of Menace (Su): Will DC 21 negates.

Spells: Trumpet archons can cast divine spells as 14th-level clerics. A trumpet archon has access to two of the following domains: Air, Destruction, Good, Law, or War (plus any others from its deity). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/7/7/6/5/4/4/3; DC 13 + spell level): 0—detect magic, light, purify food and drink, read magic, resistance (2); 1st—bless (2), divine favor (2), protection from chaos*, sanctuary, shield of faith; 2nd—aid*, bull's strength (2), consecrate, lesser restoration, owl's wisdom (2); 3rd—daylight, invisibility purge, magic circle against chaos*, magic vestment, protection from energy (2); 4th—dismissal, divine power, holy smite*, neutralize poison, spell immunity; 5th—dispel evil*, mass cure light wounds, plane shift, raise dead; 6th—blade barrier*, banishment, heal, undeath to death; 7th—dictum*, holy word, mass cure serious wounds.

*Domain spell. Domains: Good and Law.

Trumpet (Su): An archon's trumpet produces music of utter clarity, piercing beauty, and, if the trumpet archon wills it, paralyzing awe. All creatures except archons within 100 feet of the blast must succeed on a DC 19 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Charisma-based. The archon can also command its trumpet to become a +4 greatsword as a free action.

If a trumpet is ever stolen, it becomes a chunk of useless metal until the owner can recover it. Woe betide any thief caught with one.

